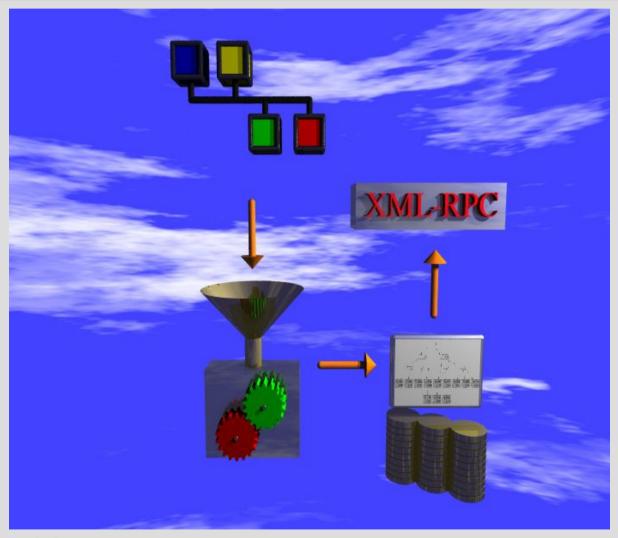
Channel Archiver Update

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Issues

- Needed to support EPICS Base R3.14.
- Archive Engine's scanning code was a mess.
- Data Retrieval degraded poorly with amount of data.
- Plethora of retrieval tools, all bad. No portable and reasonable GUI retrieval tool.
- Binding to tcl, perl, python was hard to maintain, yet missing Java, Matlab.
- No network data server, and the one we didn't have lacked server-side data reduction.



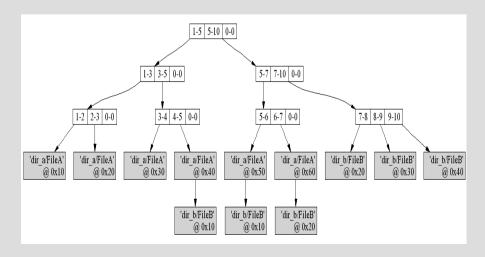
R3.14 Port

- Using R3.14 eliminated own compatibility layer for threads, semaphores, network.
- Minimized use of C++ std:: library to list and vector.
 - Gone: namespaces, exceptions, iostream.
- Substantial Rewrite of ArchiveEngine
 - Using Multithreaded CA client lib.
 - Multithreaded HTTPD.
 - XML configuration file.
 - Tested under 'valgrind' memory checker.



New Index

- Replaces old "Directory Files"
 - Pointer to first and last data block per channel.
 - Accessed collection of archives one-by-one.
- New Index: RTree-based
 - Keeps track of all data blocks.
 (Details to be presented by Sergei Chevtsov).
 - Allows creation of index from several sub-indices.



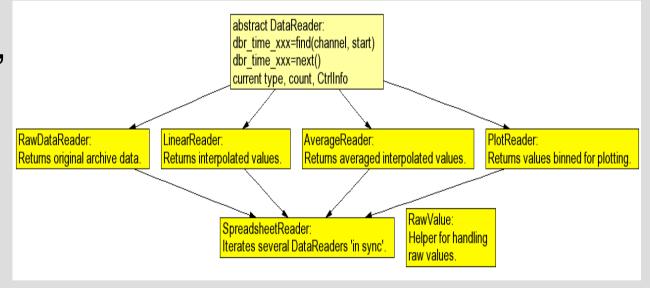


Data Access

- New C++ "Storage" library replaces "LiblO"
 - Concentrates on reading ChannelArchiver Data
 - No attempt to support extensions that never

happen

- More "Binning"



"But Wait, there's more"



Network Data Server

_XML-RPC

- Runs under web server, using its security mechanisms.
- HTTP, passes through common firewalls.
- Can serve multiple archives (config: XML file).
- The XML-RPC-based protocol is now THE data access API. (replacing LibIO & glue code)
- Natively accessible from C/C++, perl, Java



Data Client Program

1) Sends request

Web Server

2) Forwards request

Archive 1

4) Forwards data

3) Gives data

Data Server

Archive 2

Configuration File

Archive 3

Network Data Server...

_XML-RPC

- Transfers all data in XML, i.e. ASCII Text.
- 20 byte dbr_time_double turns into >300 bytes
 XML.
- So far performance is acceptable, especially considering universal accessibility of XML-RPC.
- Data Server imposes limit of 10000 vals/channel, clients will then have to send another query.



Java Client

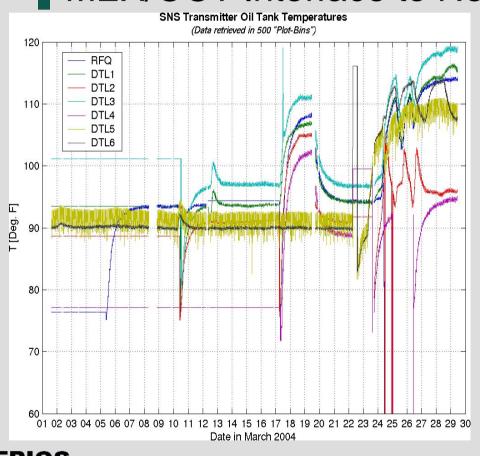
- Uses the Network Data Server
 (Details to be presented by Craig McChesney)
- Plot-Binning
 Example
 (ala
 Thomas Birke's
 CGIExport idea):
 7 ch,
 each ~23000 vals.
 reduced to
 800 bins
 (~1500 vals/ch).

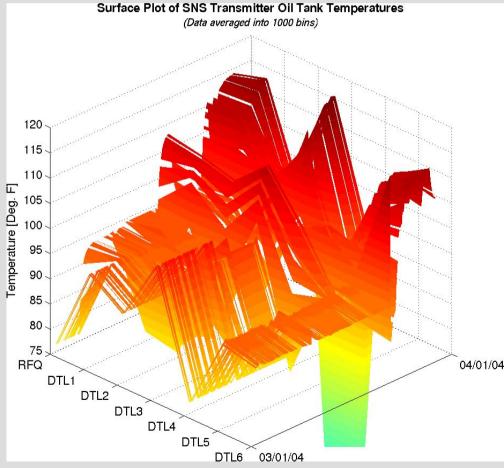




Matlab/Octave

MEX/OCT Interface to Network Data Server



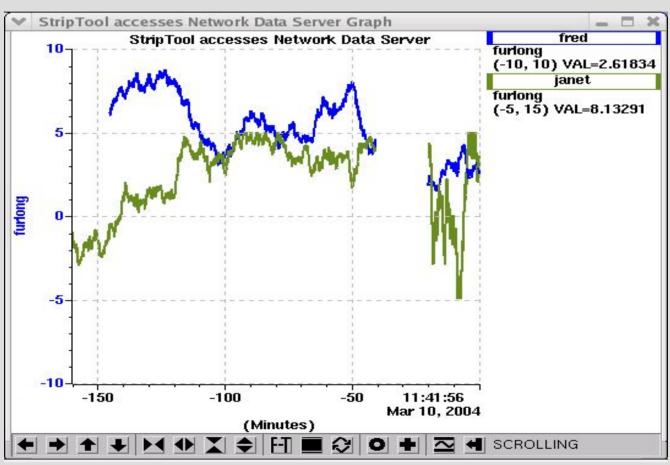




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StripTool

Accesses Network Data Server.





Performance

...will differ in your case...

You mileage will vary. No warrantee is expressed or implied. Slippery when wet.

_Tests:

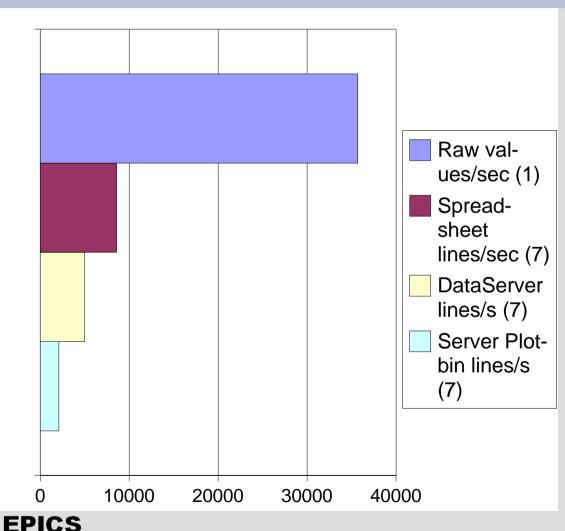
- Disk performance outweighs CPU speed.
- Reproducibility impacted by disk cashing.
- Data management (fewer files) pays.

_Index:

- Create master index for 12 sub-archives
 (one year, 1.4GB of LANL Xmtr test data): <1min
- List/search master index for ~600 small sub-archs:
 <1 sec, compared to up to 40 secs w/ previous "Multi" list.
 (Creation time for that master of >600: 15 minutes)



Performance: Retrieval



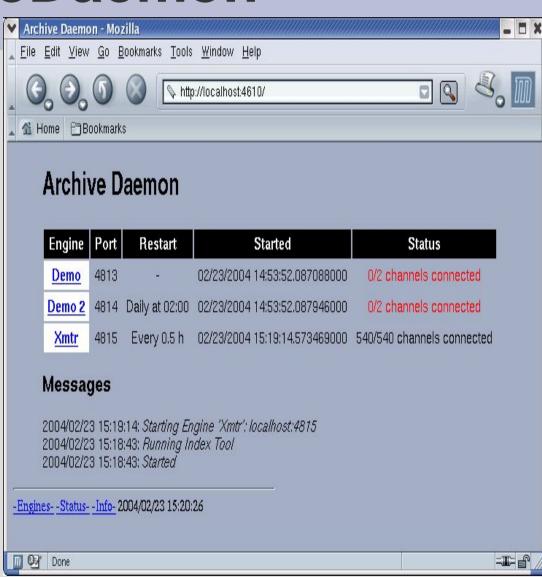
- ArchiveExport
 - single channel, raw
- ArchiveExport
 - 7 channel "filled" spreadsheet (95000 lines)
- Matlab-to-Dataserver
 - 7 ch. sheet (only 1st 500 lines, plus 1 sec. delay ML ... server ... ML)
- Matlab-to-Server
 - 7 ch into500 "plot" bins(about 1500 vals/channel)

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Archive Daemon

- Starts/restarts **Engines similar** to Thomas Birke's CabgManager (but perl, no cfg.-GUI).
- XML Config, HTTPD.
- Runs IndexTool to update master index for managed subarchives.





Manual

- There is one, currently about 80 pages.
 - PDF, with index, printable, searchable, replacing the collection of web pages.
 - Details on what's a channel, record scan rates and sampling options in addition to description of archiver tool-set.

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				(Index and data files)	

Chapter 4

ArchiveDaemon



Figure 4.1: Archive Daemon, refer to text.

ArchiveEngines on the local host. It includes a built-in web server, so by listing all the ArchiveEngines that are meant to run on a host in the ArchiveDaemon's configuration file, one can check the status of all these engines on a single web page as shown in Fig. 4.1.

ning. In addition, the daemon can periodically stop and restart Archive Engines in order to create e.g. daily sub-archives. Furthermore, it adds each subarchive of newly created ArchiveEngines to a configuration file for the ArchiveIndexTool and runs the latter periodically, so that all the sub-archives can be accessed as if they were one big archive.

Before using the ArchiveDaemon, one should be familiar with the configu-

The ArchiveDaemon is a script that automatically starts, monitors and restarts The daemon will attempt to start any ArchiveEngine that it does not find run-

EPICS

ve Engine, refer to text.

annelAccess client. It can save any chanerver. One Archive Engine can archive data

nore details on the CA server data sources ArchiveEngine supports the sampling on

2.3 on page 4. The ArchiveEngine is conat channels to archive and how. Each given c scan rate or be archived in monitor mode s: Archive 10000 values per second, be it each or 10000 channels which change at

l information available via ChannelAccess s well as control information like units, disis written to an archive in the form of local

Current Participants, More...

- Sergei Chevtsov
- Kay-Uwe Kasemir
- Craig McChesney
- Peregrine McGehee
- Ernest Williams
- ChannelArchiver link on http://aps.anl.gov/epics.

